



JYFCA BASKETBALL 2023 SEASON GAME RULES

TEAM RESPONSIBILITIES

The home team will provide the official scorekeeper. The visiting team will provide a person to run the clock. The official scorekeeper and clock keeper must be over 16 years of age and have been agreed upon by the opposing coaches. It is the coach's responsibility that the score sheet is filled out correctly and turned into the folder. Filled out correctly would include team names, player names with numbers, date of contest and final score. Both coaches are required to sign the score sheet.

RULES OF PLAY

Play will be governed by the current rules established by the University Interscholastic League (UIL), with the following exceptions:

PROTESTS- There will be no protests allowed for any age group. All decisions during the games will be at the Referee level.

PARENTS-Parents should come to watch their children play and cheer all participants in a positive manner. If a parent must be removed from the gym by an official, committee member, then the head coach shall be removed as well from that game. Under NO circumstances shall a parent approach a game official before, during, or after the game.

QUARTERS – 1st through 6th grade will consist of four, 8 minute quarters of running time. The clock will only be stopped on a coaches or officials time out, except for the last 2 minutes of each half. Then the clock will be stopped every time an official whistles to stop play, including fouls, violations, time-outs and official time-outs. The clock will restart according to UIL rules.

GOAL HEIGHT – 1st-2nd grade will play on 8ft 6in goals, grades 3rd-6th will play on regulation 10ft goals.

HALFTIME – Will be three (3) minutes.

FULL COURT PRESS – There will be no full court press in the 1st through 2nd grade.

All other divisions will be allowed to press the ball in the 4th Quarter unless a team is ahead by 10 points or more. If a team is ahead by 10 points or more and continues to press, the officials will issue a warning for illegal defense. If that same team continues to press, a technical foul will be called for illegal defense.

DEFENSE – The defensive scheme for each team will be entirely up to the Head Coach of the team. This includes but is not limited to Zones, Man to Man and Traps.

OFFENSE – Any offense is allowed.

LANE VIOLATIONS – Will be called after five (5) seconds for players in the 1st through 4th grades and after three (3) seconds for all other players and grades.

THREE POINT SHOTS – Will be allowed in 3rd-6th Grade.

TIME OUTS – Each coach will have four (4) time outs per game to manage as he chooses. One time out may carry over to the initial overtime period. There will be no time outs in sudden death overtime.

ONE AND ONE OR BONUS – Will begin on the seventh (7th) team foul.

Player technical fouls do not count towards the team foul total. Unlike the UIL, we will not shoot two shots automatically after the tenth foul. Also, one-and-one will continue into any overtime period.

TECHNICAL FOULS – Will result in two (2) free throws and possession of the ball by the injured team.

OVERTIME – All tied ball games will result in one 2-minute overtime period of running time, to be followed by a sudden-death overtime period if the game is still tied. All overtime periods will start with a jump ball. The clock will only be stopped in overtime on a coaches or official time out.

There will be no clock in sudden death.

SUBSTITUTIONS/PLAYER QUALIFICATIONS – All players must play 1(one) full quarter. In 1st through 6th grades these must be full, start to finish quarters.

If a player is pulled before qualifying due to an injury or illness, they must attempt to qualify if they return to the game.

They do not have to return however If a player is pulled before qualifying due to early foul trouble, they must start the third And/or fourth quarter and attempt to qualify before fouling out. It will be the scorekeeper's Responsibility to notify the officials, prior to the start of both the third and the fourth quarter of any player who have not yet qualified. The only legitimate exceptions to qualifying will be illness, injury, Ejection (due to fouls or by officials for any cause) and disciplinary.

Failure to qualify for disciplinary Reasons must be discussed with the officials and the opposing coach prior to the game.

DRESS CODE – All players will wear the jerseys provided by the league. Players must wear black shorts with the jersey. Jewelry will not be permitted at any time during a game and should be discouraged in practice. All coaches will be responsible for seeing that their players are not wearing watches, necklaces, bracelets, earrings, or plastic/metal hair clips. These items pose a threat to the safety of not only the players wearing them, but to other players as well.